

MICHIGAN STATE

U N I V E R S I T Y

Alpha Presentation

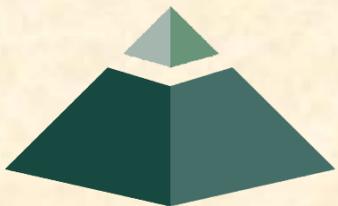
Virtual Reality Simulation for Railcar Loading

The Capstone Experience

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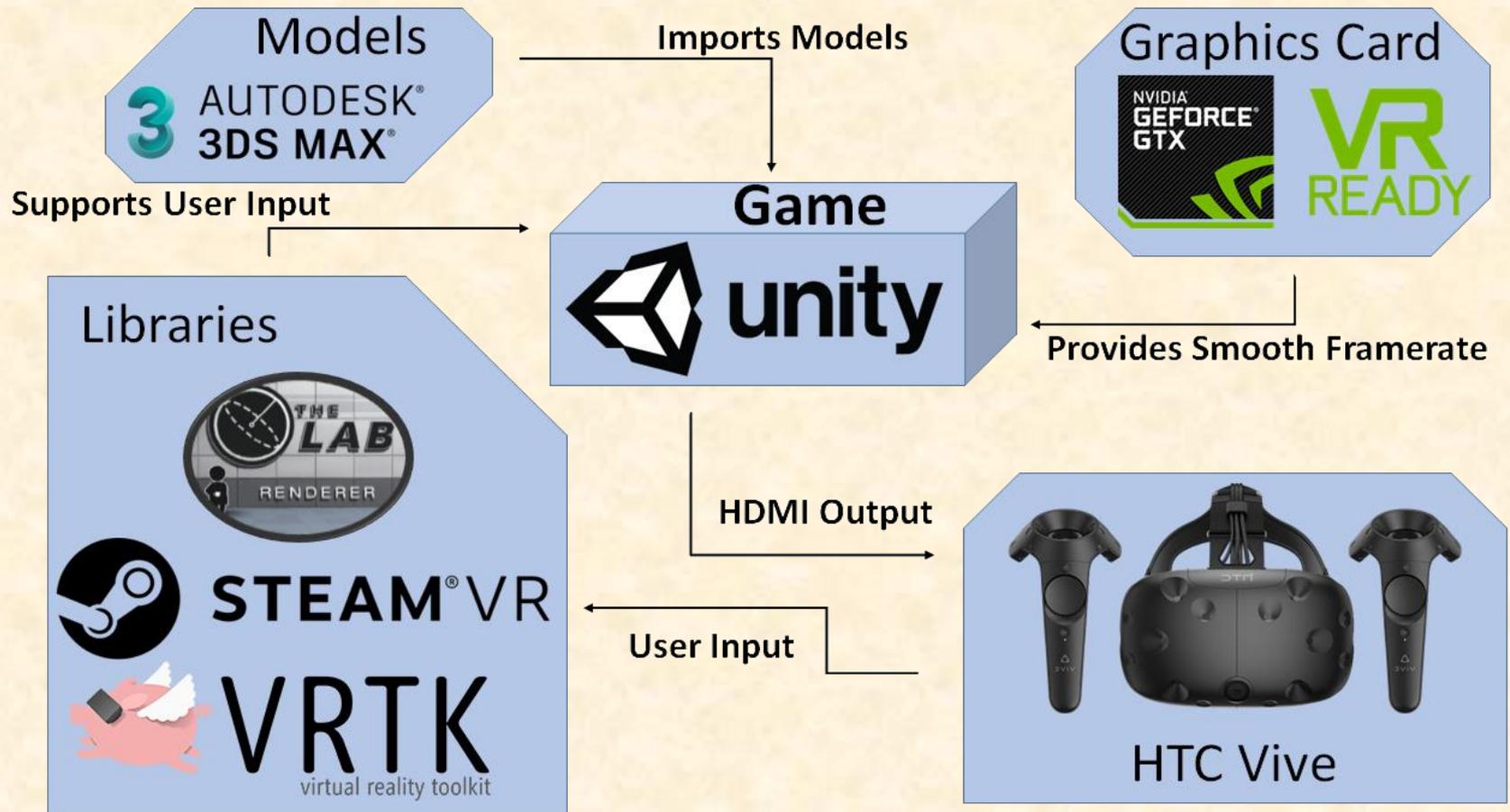


*From Students...
...to Professionals*

Project Overview

- Dow has to train employees to load railcars with hazardous chemicals
- Training new employees can be very dangerous
- Creating a VR game to make training safer
- Train users to
 - Load railcars
 - Properly respond to a spill while loading

System Architecture



Loading Area



Load Arm and Spreader



Equipment Locker



Derail



What's left to do?

- Add more detailed steps to the loading process
- Implement scoring system
- Create spill scenario
- Add in-game menu with procedure in it
- Add sound effects



Questions?

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